

The following Listing of Claims will replace all prior versions, and listings, of claims in the application.

LISTING OF CLAIMS:

1. (Currently Amended) A non-transitory computer readable medium storing a video game program for causing a computer to implement a video game that can be executed by means of a controller, in which a character and a moving object are displayed on a monitor, and the moving object is dispatched by the character, the video game program comprising:

a first request receiving function for receiving an operation initiation request from the controller in order to cause the character to initiate a dispatch operation until the moving object is dispatched;

an operation display function for continuously displaying the dispatch operation of the character on the monitor when the first request receiving function has received the operation initiation request;

a second request receiving function for receiving a request to dispatch the moving object from the controller when the dispatch operation of the character is continuously displayed on the monitor by the operation display function;

a moving object control function for setting point of dispatching the moving object from the character according to a timing at which the second request receiving function received the dispatch request, setting extend of deviance of a destination, and controlling the moving movement object which moves from the point to the destination on the basis of the deviance after been deviated; and

a moving object display function for displaying the moving object controlled by the moving object control function on the monitor;

the moving object control function setting and controlling the deviation of the movement object at the destination on the basis of the point of dispatching the moving object when the dispatch operation of the character is continuously displayed on the monitor by the operation display function.

2. (Currently Amended) The non-transitory computer readable medium storing the video game program according to claim 1, further comprising

a third request receiving function for receiving a destination indicating request and a trajectory properties specifying request from the controller in order to indicate the destination and to specify the trajectory properties of the moving object up to the destination, before the first request receiving function receives the operation initiation request; wherein

the moving object control function controls the movement of the moving object according to the destination indicating request and trajectory properties specifying request received by the third request receiving function.

3. (Currently Amended) The non-transitory computer readable medium storing the video game program according to claim 1, further comprising

a dispatch storing function for storing dispatch information for the character, wherein the moving object control function references the dispatch information stored in the dispatch storing function and controls the movement of the moving object.

4. (Currently Amended) The non-transitory computer readable medium storing the video game program according to claim 1, wherein

the moving object control function establishes the extent of the displacement of the moving object at the destination of the moving object and controls the movement of the moving object, in accordance with the dispatch position of the moving object at the character at the time at which the second request receiving function has received the dispatch request.

5. (Currently Amended) The non-transitory computer readable medium storing the video game program according to claim 1, further comprising

a first timing display function for displaying a timing indicator that shows the timing at which the moving object is to be dispatched, after the first request receiving function has received the operation initiation request.

6. (Currently Amended) The non-transitory computer readable medium storing the video game program according to claim 5, wherein

the timing indicator is displayed in conjunction with the dispatch operation of the character.

7. (Currently Amended) The non-transitory computer readable medium storing the video game program according to claim 1, further comprising

a second timing display function for displaying, with text or an image, favorable or unfavorable results of the timing at which the moving object was dispatched.

8. (Currently Amended) The non-transitory computer readable medium storing the video game program according to claim 1, wherein

the speed of the moving object is determined by operating the controller from when the first request receiving function receives the operation initiation request until the second request receiving function receives the dispatch request.

9. (Canceled).

10. (Currently Amended) A video game method that can execute, by means of a controller, a video game in which a character and a moving object are displayed on a monitor, and the moving object is dispatched by the character, comprising:

receiving an operation initiation request from the controller in order to cause the character to initiate a dispatch operation until the moving object is dispatched;

displaying continuously the dispatch operation of the character on the monitor when the operation initiation request has been received;

receiving a request to dispatch the moving object from the controller when the dispatch operation of the character is continuously displayed on the monitor;

setting point of dispatching the moving object from the character according to a timing at which the request to dispatch has been received;

setting extend of deviance of a destination;

controlling the movement of the moving object which moves from the point to the destination on the basis of the deviance ~~after been deviated~~; and

displaying the moving object controlled by the moving object control function on the monitor,

the controlling the movement of the moving object includes setting and controlling the deviation of the moving object at the destination on the basis of the point of dispatching the moving object when the dispatch operation of the character is continuously displayed on the monitor.